

# SCHOOL OF BUILDING ARTS (SBLD)

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**SBLD 204 Rendering for the Interior (5 Credits)**

This course covers the exploration, development of technique and application of rendering skills for architectural interiors and exteriors, furnishings, accessories and details through a variety of media including pen and ink, color pencil and markers. Emphasis is placed on material simulation and delineation techniques.

**Prerequisite(s):** (DRAW 101; FOUN 220; DSGN 101 or FOUN 112) and (DRAW 230 or FOUN 245) and ELDS 225.

**Attributes:** Studio Elective Requirement

**SBLD 515 Advanced Graphics for the Building Arts (5 Credits)**

Building arts professionals must be competent at utilizing complex graphic representation techniques. This course addresses a wide variety of design representation, as well as teaches drawing as a tool for critical thinking. The nuanced language of three-dimensional design is examined through lectures and studio projects, surveying form and space, including plan/section/elevation, paraline drawing, perspective and rendering.

**Attributes:** Studio Elective Requirement

**SBLD 560 Collaborative Experiences in the School of Building Arts (5 Credits)**

Students from a variety of disciplines within the School of Building Arts work as a team to research, conceptualize, and develop creative solutions for current design challenges. Specific projects vary from quarter to quarter. [This course may be taken up to three times for credit.]

**Attributes:** Business-focused elective; Studio Elective Requirement